

USN : 1BM22CS259

LAB-3 : Ant Colony Optimization for the Traveling Salesman Problem:

CODE:

```
import numpy as np
import matplotlib.pyplot as plt

# 1. Define the Problem: Create a set of cities with their coordinates
cities = np.array([
    [0, 0], # City 0
    [1, 5], # City 1
    [5, 1], # City 2
    [6, 4], # City 3
    [7, 8], # City 4
])

# Calculate the distance matrix between each pair of cities
def calculate_distances(cities):
    num_cities = len(cities)
    distances = np.zeros((num_cities, num_cities))

    for i in range(num_cities):
        for j in range(num_cities):
            distances[i][j] = np.linalg.norm(cities[i] - cities[j])

    return distances

distances = calculate_distances(cities)

# 2. Initialize Parameters
```

```

num_ants = 10
num_cities = len(cities)
alpha = 1.0 # Influence of pheromone
beta = 5.0 # Influence of heuristic (inverse distance)
rho = 0.5 # Evaporation rate
num_iterations = 30
initial_pheromone = 1.0

# Pheromone matrix initialization
pheromone = np.ones((num_cities, num_cities)) * initial_pheromone

# 3. Heuristic information (Inverse of distance)
def heuristic(distances):
    with np.errstate(divide='ignore'): # Ignore division by zero
        return 1 / distances

eta = heuristic(distances)

# 4. Choose next city probabilistically based on pheromone and heuristic info
def choose_next_city(pheromone, eta, visited):
    probs = []
    for j in range(num_cities):
        if j not in visited:
            pheromone_ij = pheromone[visited[-1], j] ** alpha
            heuristic_ij = eta[visited[-1], j] ** beta
            probs.append(pheromone_ij * heuristic_ij)
        else:
            probs.append(0)
    probs = np.array(probs)
    return np.random.choice(range(num_cities), p=probs / probs.sum())

```

Construct solution for a single ant

```
def construct_solution(pheromone, eta):
```

```
    tour = [np.random.randint(0, num_cities)]
```

```
    while len(tour) < num_cities:
```

```
        next_city = choose_next_city(pheromone, eta, tour)
```

```
        tour.append(next_city)
```

```
    return tour
```

5. Update pheromones after all ants have constructed their tours

```
def update_pheromones(pheromone, all_tours, distances, best_tour):
```

```
    pheromone *= (1 - rho) # Evaporate pheromones
```

```
    # Add pheromones for each ant's tour
```

```
    for tour in all_tours:
```

```
        tour_length = sum([distances[tour[i], tour[i + 1]] for i in range(-1, num_cities - 1)])
```

```
        for i in range(-1, num_cities - 1):
```

```
            pheromone[tour[i], tour[i + 1]] += 1.0 / tour_length
```

```
    # Increase pheromones on the best tour
```

```
    best_length = sum([distances[best_tour[i], best_tour[i + 1]] for i in range(-1, num_cities - 1)])
```

```
    for i in range(-1, num_cities - 1):
```

```
        pheromone[best_tour[i], best_tour[i + 1]] += 1.0 / best_length
```

6. Main ACO Loop: Iterate over multiple iterations to find the best solution

```
def run_aco(distances, num_iterations):
```

```
    pheromone = np.ones((num_cities, num_cities)) * initial_pheromone
```

```
    best_tour = None
```

```
    best_length = float('inf')
```

```
    for iteration in range(num_iterations):
```

```
        all_tours = [construct_solution(pheromone, eta) for _ in range(num_ants)]
```

```
    all_lengths = [sum([distances[tour[i], tour[i + 1]] for i in range(-1, num_cities - 1)]) for tour in all_tours]
```

```
    current_best_length = min(all_lengths)
```

```
    current_best_tour = all_tours[all_lengths.index(current_best_length)]
```

```
    if current_best_length < best_length:
```

```
        best_length = current_best_length
```

```
        best_tour = current_best_tour
```

```
    update_pheromones(pheromone, all_tours, distances, best_tour)
```

```
    print(f"Iteration {iteration + 1}, Best Length: {best_length}")
```

```
    return best_tour, best_length
```

```
# Run the ACO algorithm
```

```
best_tour, best_length = run_aco(distances, num_iterations)
```

```
# 7. Output the Best Solution
```

```
print(f"Best Tour: {best_tour}")
```

```
print(f"Best Tour Length: {best_length}")
```

```
# 8. Plot the Best Route
```

```
def plot_route(cities, best_tour):
```

```
    plt.figure(figsize=(8, 6))
```

```
    for i in range(len(cities)):
```

```
        plt.scatter(cities[i][0], cities[i][1], color='red')
```

```
        plt.text(cities[i][0], cities[i][1], f"City {i}", fontsize=12)
```

```
# Plot the tour as lines connecting the cities
```

```
tour_cities = np.array([cities[i] for i in best_tour] + [cities[best_tour[0]]]) # Complete the loop by
returning to the start
```

```
plt.plot(tour_cities[:, 0], tour_cities[:, 1], linestyle='-', marker='o', color='blue')
```

```
plt.title(f"Best Tour (Length: {best_length})")
```

```
plt.xlabel("X Coordinate")
```

```
plt.ylabel("Y Coordinate")
```

```
plt.grid(True)
```

```
plt.show()
```

```
# Call the plot function
```

```
plot_route(cities, best_tour)
```

OUTPUT:

```
Iteration 1, Best Length: 24.191626245470978
Iteration 2, Best Length: 24.191626245470978
Iteration 3, Best Length: 24.191626245470978
Iteration 4, Best Length: 24.191626245470978
Iteration 5, Best Length: 24.191626245470978
Iteration 6, Best Length: 24.191626245470978
Iteration 7, Best Length: 24.191626245470978
Iteration 8, Best Length: 24.191626245470978
Iteration 9, Best Length: 24.191626245470978
Iteration 10, Best Length: 24.191626245470978
Iteration 11, Best Length: 24.191626245470978
Iteration 12, Best Length: 24.191626245470978
Iteration 13, Best Length: 24.191626245470978
Iteration 14, Best Length: 24.191626245470978
Iteration 15, Best Length: 24.191626245470978
Iteration 16, Best Length: 24.191626245470978
Iteration 17, Best Length: 24.191626245470978
Iteration 18, Best Length: 24.191626245470978
Iteration 19, Best Length: 24.191626245470978
Iteration 20, Best Length: 24.191626245470978
Iteration 21, Best Length: 24.191626245470978
Iteration 22, Best Length: 24.191626245470978
Iteration 23, Best Length: 24.191626245470978
Iteration 24, Best Length: 24.191626245470978
Iteration 25, Best Length: 24.191626245470978
Iteration 26, Best Length: 24.191626245470978
Iteration 27, Best Length: 24.191626245470978
Iteration 28, Best Length: 24.191626245470978
Iteration 29, Best Length: 24.191626245470978
Iteration 30, Best Length: 24.191626245470978
Best Tour: [4, 3, 2, 0, 1]
Best Tour Length: 24.191626245470978
```

